GUIElement

+ isActive
+ transform
# model

+ Render()
+ GetModel()
+ ~GUIElement()

InteractiveElement

+ width
+ height
- callback

+ InteractiveElement()
+ Render()
+ isInBound()
+ Interact()

ButtonElement

- vao
- vbo
- tbo
- texture

+ ButtonElement()
+ SetTexture()
+ Render()
+ ~ButtonElement()
- AllocateBuffers()